GAME BOY ADVANCE

AGB-BXCE-USA

Ker Plunk!

Don't Let the Marbles Fall!

TOSS ACROSS

The Original Tic-Tac-Toe Game!

Tip It

The Ultimate balancing game!

3 GAME PACK!

INSTRUCTION BOOKLET

DSI GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO®️ HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠️ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
    1. Sit or stand as far from the screen as possible.
    2. Play video games on the smallest available television screen.
    3. Do not play if you are tired or need sleep.
    4. Play in a well-lit room.
    5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*T*he official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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Official
Nintendo
Seal

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Nintendo®

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

MATTEL®

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Software, Inc

DSi
GAMES

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Contents

GETTING STARTED

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.
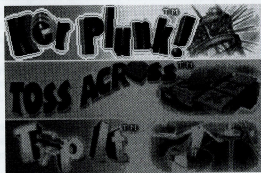
WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

GAME SELECT MENU

Play Ker Plunk™, Toss Across™, or Tip It™. Press the Control Pad Up or Down to move the cursor among the three titles. Press the A Button to select a game. At the Game Title Screen, press START to enter the game.

KER PLUNK™

A classic skill and action game, Ker Plunk™ is where you take your pick and pull a stick. If all the marbles fall, you lose it all! You're only sunk if they go...Ker-plunk! The object of the game is to collect the least number of marbles.
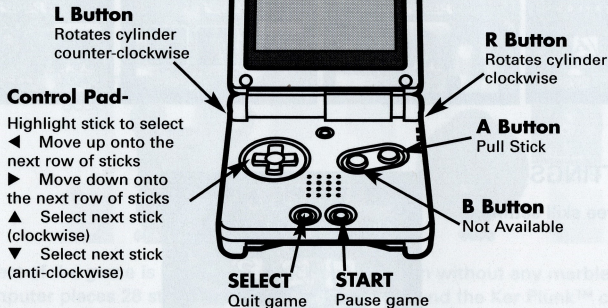
PRESS START

GAME CONTROLS

L Button
Rotates cylinder
counter-clockwise

R Button
Rotates cylinder
clockwise

Control Pad-

Highlight stick to select
◄ Move up onto the
next row of sticks
► Move down onto
the next row of sticks
▲ Select next stick
(clockwise)
▼ Select next stick
(anti-clockwise)

A Button
Pull Stick

B Button
Not Available

SELECT
Quit game

START
Pause game

PLAYER SELECT MENU

First, the player will decide how many players will be in the game: 2, 3, or 4. When that has been selected, the first player will then select his or her player (up to two human players). Each remaining player will be set to computer. This continues until all players have been set to human or computer.
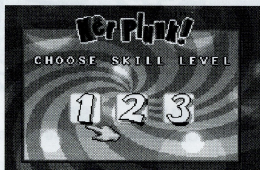
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On your turn a 'head and shoulders' representation of your player will be seen at the top of the screen. Press the Control Pad Left and Right to move the cursor between options. Press the A Button to select option.

SKILL SETTINGS

There are three skill settings:
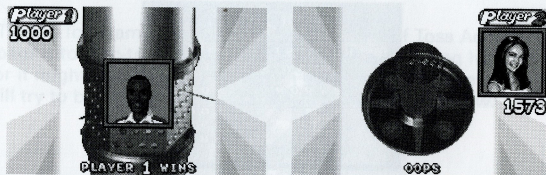
1. Easy

2. Medium

3. Hard

As the difficulty setting increases so does the skill of the computer player.

Press the Control Pad Left and Right to move cursor between options.

Press the A Button to select option.

GAME PLAY

The object of the game is to remove a stick on your turn without any marbles falling. The computer places 28 sticks in random positions around the Ker Plunk™ cylinder. 32 marbles are then dropped into the top of the cylinder and find their way to a rest position. Any marbles that drop through are again placed in the top of the tube once more. If they still drop to the tray at the bottom, they are discarded. On your turn, you may rotate the cylinder pressing the L and R Buttons. Select a stick to remove by pressing the Control Pad Up, Down, Left or Right.

Press the A Button to remove the stick. Any marbles that drop on your turn will be deducted from your score.

WINNING THE GAME

The player with the HIGHEST score when all sticks have been removed is the WINNER.

PAUSE

Pressing START during game play will pause the game. Pressing START again will allow the game to be resumed from the point at which it was paused.

QUIT

Pressing SELECT during game play will bring up the option: QUIT: YES/NO. Press the Control Pad Left and Right to highlight an option. Press the A Button to select.

TOSS ACROSS™

The Original Tic-Tac-Toe Game is back! The classic game of Toss Across™ challenges you to toss bean bags into a tic-tac-toe board. But when the bean bag hits the square, it might spin to a 'X' or it might spin to an 'O'. It's a fun game that combines aim, skill, and luck. Opponents will try to block each other as they each go for 3 in a row.

GAME CONTROLS

L Button
Aim left

R Button
Aim right

Control Pad
◄ Increase Power
► Decrease Power
▲ Raise elevation
▼ Lower elevation

A Button
Launch Bean Bag

B Button
Not Available

SELECT
Not available

START
Pause/Quit game

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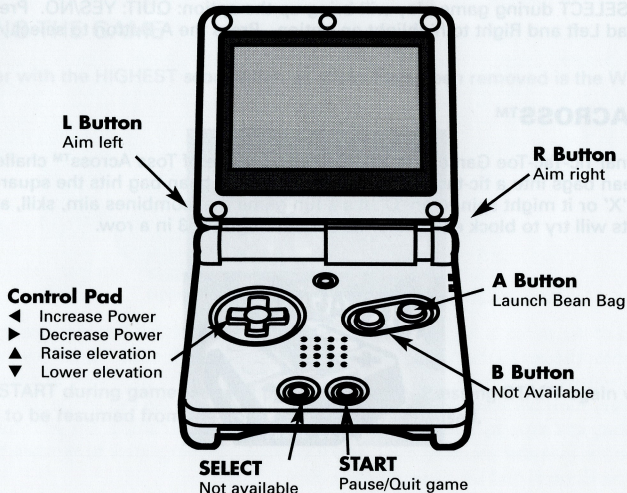
PLAYER SELECT MENU

The player will select his or her player (up to two human players). When only one human player is selected, the remaining player will be set to computer. On your turn a 'head and shoulders' representation of your player will be seen at the top of the screen.

Once the players have been selected, the player has the option to choose to play the best of 1, 3, 5, 7, or 9 games.
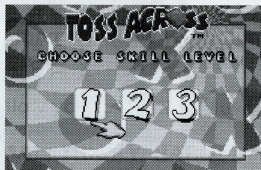
When the number of games has been set, the player must choose who will go first. Press the Control Pad Left and Right to move the cursor between options. Press the A Button to select option.

SKILL SETTINGS

There are three skill settings:

1. Easy

2. Medium

3. Hard

GAME PLAY

Use the L and R Buttons to aim left and right. Press the Control Pad Up and Down to raise and lower the elevation of the shot. Press the Control Pad Left and Right to increase or decrease the power of the shot. At the bottom of the screen below the elevation and power bars, there is a skill-bar. For perfect aim, take your shot when the skill-bar is in the center.

The shot is taken by pressing the A Button.

Players take turns throwing bean bags at one of nine three-sided squares. If they are hit correctly, the squares will revolve to expose a large 'X' or 'O'.

The initial position for the squares is blank side up. The twist here is that a skilled thrower can make two squares turn up the symbols he/she needs. A player can also prevent the opponent from a win by causing one of the opposing squares to revert back to the starting position or even to the opposite symbol. But an off-kilter aim can often spoil a player's strategy...or even give a win to the opponent! Practice makes perfect...
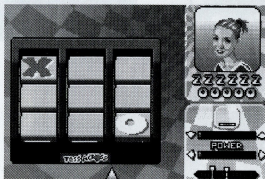
WINNING THE GAME

The first player to get THREE of their symbols in a row is the WINNER.
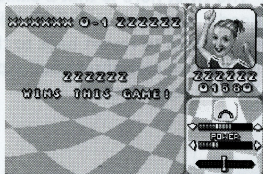
PAUSE

Pressing START during game play will pause the game.

The paused game screen will display each player's individual score and also the number of games won or lost.
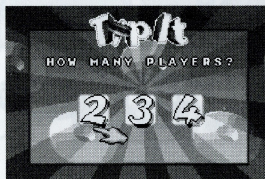
The player will have the option to RESUME or QUIT the game.

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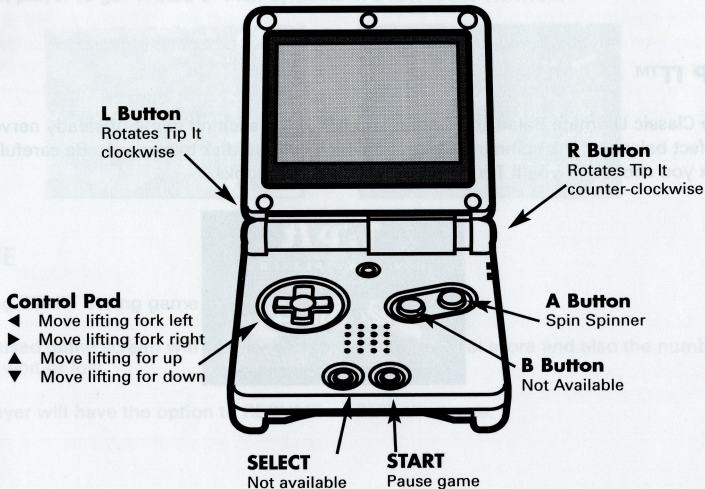Press the Control Pad Left and Right to move the cursor between options.

Press the A Button to select option.

TIP IT™

The Classic Ultimate Balancing Game! Tip It™ is the exciting game of steady nerves and perfect balance. The spinner shows you which colored disk to remove. Be careful which disk you choose or you'll Tip It! It's not as easy as it looks.

GAME CONTROLS

L Button
Rotates Tip It clockwise

R Button
Rotates Tip It counter-clockwise

Control Pad
◄ Move lifting fork left
► Move lifting fork right
▲ Move lifting for up
▼ Move lifting for down

A Button
Spin Spinner

B Button
Not Available

SELECT
Not available

START
Pause game

PLAYER SELECT MENU

First, the player will decide how many players will be in the game: 2, 3, or 4. When that has been selected, the first player will then select his or her player (up to four human players). When only one human player is selected, the remaining player will be set to computer. On your turn a 'head and shoulders' representation of your player will be seen at the top of the screen.

# SKILL SETTINGS

There are three skill settings:

1. Easy

2. Medium

3. Hard
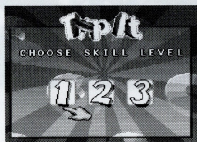
As the difficulty setting increases so does the skill of the computer player.

GAME PLAY

Spin the Spinner by pressing the A Button and note the color where the pointer stops. Press the Control Pad Up, Down, Left and Right to select the area of the Balancing 'Tip It' you wish to attempt to remove the Color Disc from. Press the A Button to select. This will offer you a close up view of the three spindles in the area you have selected. Press the Control Pad Up, Down, Left and Right to operate the Lifting Fork and press and hold the A Button to lift disc. Try to remove that Color Disc from any of the three locations without causing the Balancing 'Tip It' to fall. If other discs are in the way, you must move them to a different location. No discs should touch the table other than the Color Disc you have selected. If you drop a disc that you are moving to a different location, you must return it to the Spindle and you lose your turn (a disc can be dropped by releasing the A Button while a disc is on the lifting fork).
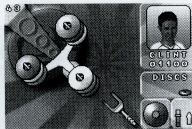
If you spin a color and there are no discs of that color, then you lose your turn.

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SKIP AND PUT ONE BACK

If the spinner lands on the Skip space, you lose your turn and the next player goes. If the spinner lands on the Put One Back space, one of your colored disks will be returned to a spindle. If you don't have a disc yet, spin again.

TOPPLING THE BALANCING 'TIP IT'

If you topple the Balancing 'Tip It' during your move, the game is over and the player with the most discs of the same color is the winner.

Note: If you topple the Balancing 'Tip It', you cannot win even if you have the most discs.

WINNING THE GAME

The first player to get 3 discs of the same color is the WINNER.

PAUSE

Pressing START during game play will pause the game. The paused game screen will display each player's individual score. The player will have the option to RESUME or QUIT the game.

Press the Control Pad Left and Right to move the cursor between options.

Press the A Button to select option.

CREDITS

Gravity-i Team

Lead Programmer:

Nigel Speight

Programmed by:

Byron Nilsson

Jon Wells

Graphics by:

Pete Tattersall

David Fish

Production Co-ordinated by:

Martin Smith

Published by:

Destination Software Inc

VP of Development:

Paul Tresise

MATTEL

Director, Games and Interactive:

Patty Masai

Producer:

Chip Bumgardner

Marketing Director:

Donna Bannister

Marketing Manager:

Sheila Hancock

ECI - QA:

Managing Director:

Rupert Young

Managers:

Sharad Chaturvedi

Rajesh GS

Lead Testers:

Jeffin Raj Paul

Debdeul Baul

Testers:

Remesh Kumar

Rajiv Mayanak

Vishal Karkera

Girish GS

Shashank Ambre

Krunal Kore

Kaushik Raul

Anuj Mankar

Salvador Fernanades

Ritesh Kosarkar

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DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

Lead Testers:

Jethro...

Debdeep...

Testers:

Romao...

Rajiv M...

Vishal...

Girish...

Shashank Ambre

Krunal Kore

Kaustubh...

Anuj Manker

Salvador Fernandes

Ritesh Kosarkar